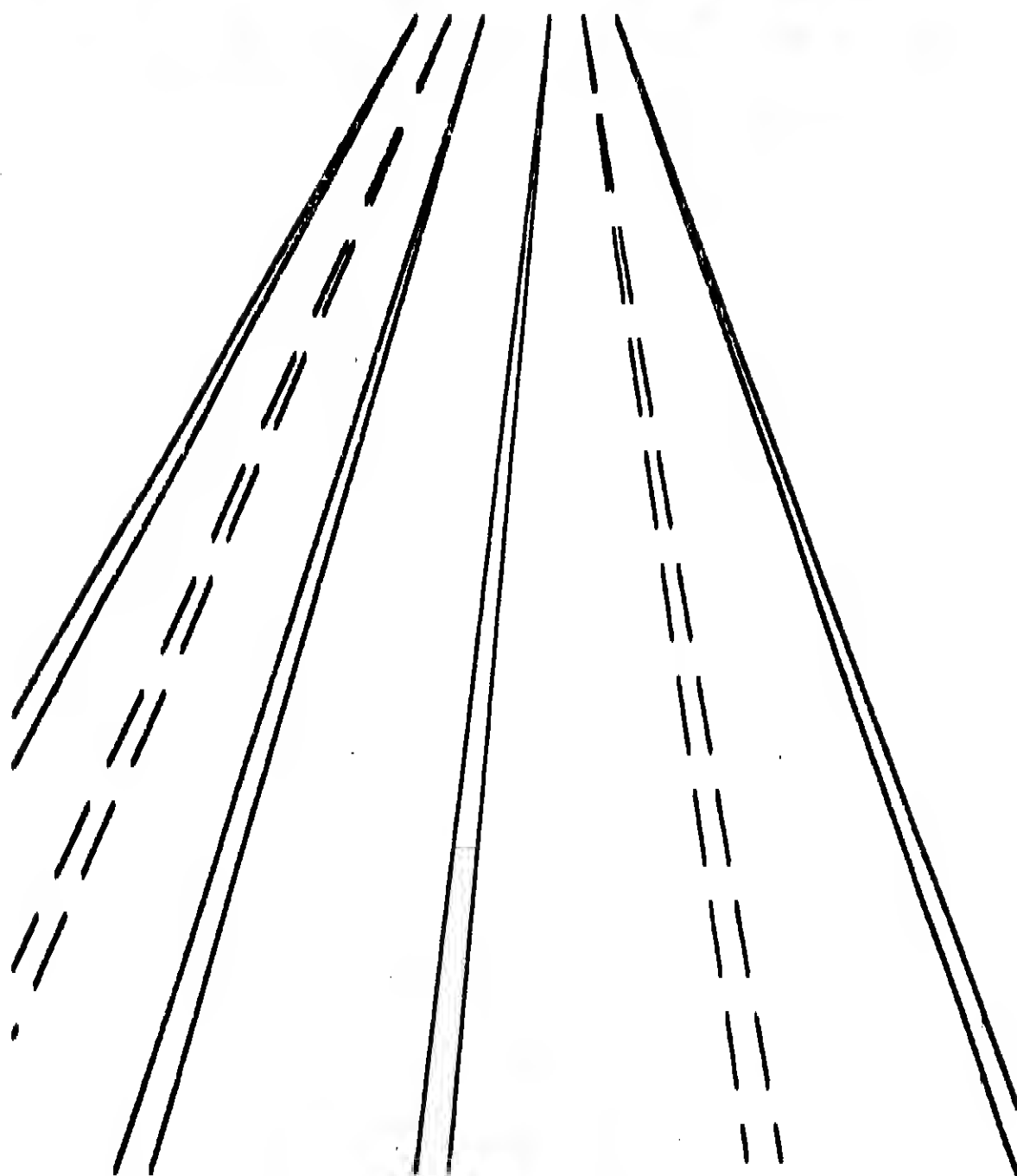


#10

DOT HAPPY



DOT HAPPY - ISSUE # 10 - 14NOV81

Dot Happy is a gamezine dedicated to the play of postal Diplomacy. Diplomacy is a war game invented by Allan Calhamer and presently owned by the Avalon Hill Game Company.

Dot Happy is published monthly by Allen Wells (phone: (617) 879-2183) for the subscription rate of \$.50 per issue. Game fees are \$5.00 with a \$5.00 refundable NMR deposit. There is presently one game opening in Flexible Build Diplomacy, but all openings in regular Diplomacy have been filled. House rules are available on request, just send a SASE. Subscriptions are regarded as a lump sum out of which issue cost is taken, so if rates do go up present subscriptions will be affected. Advance warning will be given of any rate increase. You may cancel your subscription at any time for any reason and the balance of your sub will be refunded.

Hello!

I am afraid that this issue might seem a little more rushed than most. If so, I apologize. There are two reasons for this. First, Arye is off in Rochester (I think) playing in a Tiddlywinks tournament, so I do not have the help that I am accustomed. Not only does this mean more work for me, but Arye was my proofreader! Expect the number of typos to be higher this time. Secondly, I have been being very busy recently. To those of you who I have been remiss in writing, I apologize. I should be back into the swing of things soon, though.

The main body of the non-game part of this issue is dedicated to a blind Diplomacy variant called Kriegsplomacy which Don Woods and I developed, and which I have completed a game in. In future issues, I hope to get articles from Don Woods who gamemastered the game and Andy Daniels and Chuck Feinstein who drew.

Blind Diplomacy can be a lot of fun, and when Don and I created Kriegsplomacy, I had not yet seen any designs for blind games. Kriegsplomacy turned out quite well, so perhaps that was for the best.

This Issue:

The format of this issue is:

- 2) - Ramblings
- Articles
- 3) - Kriegsplomacy
- Games
- 8) - Annie
- 8) - Sandy
- 10) - Daddy Warbucks
- 10) - Junipero Serra
- 12) - Garden State
- 14) - Zine Reviews
- 16) - Game Openings and Standbys

Ramblings

THE BEYERLEIN PLAYER POLL: (From a letter from Doug Beyerlein) The Beyerlein Player Poll (BPP) is a rating of the top currently active postal Diplomacy players by the Diplomacy community. This poll is conducted in the same manner as the AP and UPI collegiate sports polls. Votes are solicited, collected, and tabulated, and the scores of the top 14 players are published on an annual basis.

I started the BPP in the spring of 1971. Between 1971 and 1975 a total of eight BPPs were conducted. The top players in these polls were the best players in the hobby during that period. They included John Smythe, John Beshara, Brenton Ver Ploeg, Edi Birsan, Michael Rocamora, and Walt Buchanan. The poll was discontinued in 1975 when my activities as Boardman Number Custodian resulted in the lack of free time to conduct future polls.

I have decided to now restart the BPP. Rod Walker, the new editor of DIPLOMACY WORLD, suggested the idea, and has secured first rights to the results. All others may obtain a copy of the results for a stamped, self-addressed envelope. The results of BPP #9 will be distributed on 31 March 1982.

To participate in the ninth BPP make a list of the top 14 currently active postal Diplomacy players playing in regular games. The list should be based on personal experience, games observed, reputation, ratings, etc. List the players from number one to number 14. Sign the list and send it to Doug Beyerlein, 640 College, Menlo Park, CA 94025. The deadline for BPP #9 is 15 February 1982.

Scoring will be conducted as follows: a first place listing is 20 points, 2nd - 17, 3rd - 15, 4th - 13, 5th - 11, 6th - 9, 7th - 8, 8th - 7, 9th - 6, 10th - 5, 11th - 4, 12th - 3, 13th - 2, 14th - 1. Points will be summed to determine rankings.

All publishers are asked to publicize the poll in their respective zines. All questions, comments, and suggestions should be directed to Doug Beyerlein, address above. All players and publishers are eligible to vote.

My comments: I had a chance to meet Doug recently, and if you ever have a chance, I recommend that you do too. In addition to being one of the 'hobby fossils', he is a most reasonable sort. I am quite glad to see this sign of a renewed interest in the hobby by Doug.

Of course, by now you all probably know my attitude toward polls, taken in moderation they can be a lot of fun, and they can provide some interesting feedback in the way the hobby views itself. Of course, when it all comes down to it, the polls are only a minor part of the hobby. The fun that a player has is, of course, the most important thing.

This poll is rather interesting in it's format, but it suffers from one potential problem, and that is the 14 players. Many people may not have 14 players that they want to vote for. However, it seems from the format of the poll that voting for a lesser number can be easily handled. Doug, let me know if this is not true.

ANNUAL WHITSTONIA PLAYERS POLL: I'm afraid that I don't know too much about this one. The announcement came out in a temporary lapse in my sub (I have yet to get a set of orders lost in the mail, but it seems that I got a sub check lost in the mail). I BELIEVE that

you are supposed to vote for your 4 favorite players IN ORDER, and send the results to John Caruso. Unfortunately, there was little advance warning on this one, so if you don't know about it already, you probably won't be able to participate.

ARTICLES

For this month, we have:

- **Kriegsplomacy:** An article by Allen Wells and Don Woods about a blind variant for Diplomacy. *(Note: This game description has been put on file with the Miller Number Custodians. This game has an ARDA classification number.)*

As usual, if you have any comments about this that you would like to make publicly, or if you have an article you would like to see published, send it in to me. I do extend sub credits for published material.

KRIEGSPLOMACY

developed by Allen Wells and Don Woods

The main difference in this variant is that, for the most part, no player will know where (or what) any other country's units are. The game thus bears some resemblance to the Chess variant known as "Kriegspiel"; hence the name "Kriegsplomacy".

Though it is possible to concoct extremely elaborate rules based on this premise of lack of information, we decided it would be better to keep the differences from normal Diplomacy to a minimum for easier play by experienced Diplomacy players.

The basic idea is that you only know:

- which of your orders succeed or fail,
- what units of yours are attacked,
- what moves of yours were opposed,
- what centers you own,
- what the supply center totals for the other players are.

Any other information must be learned through espionage or diplomacy.

Note that retreats can be sticky, even if there are no retreats. This is because admitting that there are no retreats is telling people information about the moves that they should not know. The best way to handle this is to do the following:

Summer retreat: Send out moves as usual leaving all retreats as ??? . Have a very short 1/2 month deadline for retreats which is part of your 1 month deadline for the next moves, thus the moves are due 1/2 month after the retreats (if any). As soon as this mini-deadline passes, inform people whether their retreats succeed and complete the information for people who had espionages.

Autumn retreats: Have two 1/2 month deadlines, the first for the retreats and the second for the builds. It is important not to release information about supply center ownership until after the retreat deadline, even if there are no retreats, since you should not know whether you have a supply center threatened by a retreat.

The complete rules follow. They may look long, but they cover all contingencies and even tell how the games are adjudicated. In addition, they contain many examples for clarity and we have even added a sample adjudication for a game-year. This game has been play tested under these rules.

Rules for Kriegsplomacy

1) The rules for Kriegsplomacy are the same as the rules for regular Diplomacy except as stated below. The regular Diplomacy board is used.

2) **Builds and Removals:** (This describes "Flexible Build Diplomacy")

2.1) The game starts in Winter '00. Each country owns its home supply centers and NO units. There is an initial period of diplomacy before the Winter '00 builds.

2.2) A country can build in any unoccupied supply center(s) it owns, NOT just home supply centers. This is because it's too easy to lose control of your home centers when you cannot see what the other countries are doing.

2.3) If a country fails to order a winter disband, the unit removed is that furthest from any center controlled by that country. In the case of a tie, fleets are removed before equally distant armies. In the case of a further tie, alphabetical order is used.

3) Normal Information: In the normal course of adjudications you will receive the following information:

3.1) What supply centers you own previous to each winter.

3.2) The supply center totals for all countries after each winter (only the totals, NOT what centers they control).

3.3) When a unit of yours is attacked (but not by whom, from where, or even by how many). If your unit successfully moves, a simultaneous move into its former space is NOT considered an attack. You are NOT considered to attack your own units since moving against your own units does not cut support or threaten to dislodge the 'attacked' unit.

3.4) When a unit of yours is opposed in a movement (whether you succeed or fail in the move, but again, not by whom). A unit holding in the place you are moving to, another unit moving to that place, a unit trying to move from that place to yours (unless at least one of the moves is convoyed), or a unit trying unsuccessfully to leave that place, is considered opposition. A unit successfully leaving the place you are entering is not considered opposition. You can be opposed by your own units.

3.5) Which of your moves succeed.

3.6) When a unit of yours is dislodged and forced to retreat (but not where, or even whether, there are possible open places to retreat), and whether the subsequent retreat was successful. If you attempt to retreat to an occupied space, the space your attacker came from, or the space another unit is retreating to, your unit is disbanded.

4) Suppressed Information: Some of the things you are NOT automatically given information about are important enough to warrant explicit mention. Except for espionage, you are NOT told:

4.1) Whether your own supply centers are being attacked or occupied, though you do learn during the Winter about which of your centers have been lost.

4.2) Whether any of your units received foreign support.

4.3) Whether a foreign unit receiving your support was ordered in such a way that the support was invalid, or even whether the foreign unit exists at all.

4.4) Whether an attack has cut an attempted support (that is, you're told of the attack, but you don't get to know whether it came from the space into which support was being given).

5) Spying: There are two additional orders, 'espionage' (E) and 'counter-espionage' (CE). I will call these two functions 'spying'.

5.1) If a unit ordered to spy is attacked then the spying is 'cut' (prevented) and the unit is considered to be holding.

5.2) A unit ordered to spy can be supported, but this support will be support against a possible attack and will not increase the effectiveness of the spying or allow the spying to take place despite an attack.

5.3) A unit ordered to spy will give information or obscure information about all places into which the unit so ordered could give support. Thus, F SpaSC could not spy on Gas, but F Gas could spy on SpaSC. It follows that a fleet cannot spy into an inland province and an army cannot spy into a sea province.

5.4) The set of places into which a piece can spy is referred to as the 'range' of the spying.

6) Espionage: A unit ordered to espionage will learn of movements from, to and through the range of the espionage, as well as supports from or into those places, and which units (if any) in those places also attempted espionage.

6.1) You are told the type and country of the units involved, but you are not told of any locations not covered by the Espionage. Thus, Ger F SpaSC E might learn:

Ita F ???-WMed* Italian fleet from out of range moves to the Western Med (the * indicates where it ended up).

Eng F WMed-MAtl* English fleet moves from the Western Med to the Mid Atlantic.

Eng F ??? S Eng F WMed-MAtl Some English fleet from out of range (perhaps Bre, Naf, EnCh, or Natl) supports the English fleet movement.

Ger A Mar S Ita A ???-??? German army in Marseilles supports another Italian army to move from a place out of range to another place out of range.

Fre F MAtl-??? [r-???*] A French fleet in the Mid Atlantic tried to move to somewhere out of range and failed. It also got dislodged from the Mid Atlantic and retreated out of range.

Fre F GLyo* C Fre A ???-??? A French fleet in the Gulf of Lyon tried to convoy an army between two places which are out of range.

6.2) If a support order, revealed or partially revealed by espionage, was in support of a non-existent order, this is indicated. For example:

Eng F WMed S Ita F ???-GLyo [nso]

6.3) If a unit outside your range attempts to support a unit or movement within your range, but the support is cut, then it is not revealed.

6.4) A unit ordered to espionage will also learn the ownership of any supply center in range (including one on which it is sitting). Ownership of supply centers changes only at the start of Winter, so a Fall espionage order will reveal who owned the center for the year just past, as well as revealing whether any other country has now occupied that location. Thus, the Ger F SpaSC E might learn:

Spa=Ger, Por=Ger, Mar=Fra Spain and Portugal are owned by Germany, Marseilles is owned by France.

7) Counter-Espionage: A unit ordered to counter-espionage essentially 'hides' all information about any place in the range of the CE. Any E order covering a place that is also covered by a CE learns nothing about that place; that is, places in the range of the CE are considered to be outside the range of any E.

7.1) Espionage can reveal a CE order, but only if the CE (and any other CE covering that place) is cut by an attack so the espionage can succeed.

7.2) A unit attempting espionage is not affected by CE by the same country. However, CE will always interfere with all other countries' espionage. You cannot exempt your allies.

7.3) Examples of counter-espionage:

France: A Bur E

Germany: A Rur CE, A Hol-Bel

In this case, the French piece learns nothing, but he knows a CE is in effect because he does not find out the ownership of Mun and Bel.

France: A Bur E

Germany: A Rur CE, A Bel-Pic

France learns "Ger A ???-Pic". Again, France knows there was a CE.

France: A Bur E, A Mun-Rur

Germany: A Rur CE, A Hol-Bel

In this case, the CE is cut so France learns "Ger A Hol-Bel, Ger A Rur CE, Fre A Mun-Rur" as well as the ownership of Mun and Bel.

Sample Adjudication:

Spring '01 (after Winter '00 Builds)

Here is how the moves might look normally. Note that the *'s are where the unit ended up:

Austria: A Bud-Ser*, A Tri-Alb*, A Ve* E;
 England: F Lon*-EnCh, F Edi-NSea*, F Lpl-IriS*;
 France: F Bre*-EnCh, F Mar-GLyo*, A Par-Pic*;
 Germany: A Mun* E, F Kie-Hol*, F Ber-BalS*;
 Italy: A Ven-Tyr*, F Rom-TyrS*, F Nap-IonS*;
 Russia: F StPNC-Nor*, F Sev*-BlaS, A War-Sil*, A Mos-Ukr*;
 Turkey: F Ank-BlaS*, F Con* S F Ank-BlaS, F Smy-AegS*;

Here is what a few countries see as their results:

Austria: A Bud-Ser*, A Tri-Alb*, A Vie* E (sees: Vie = Aus, Tri = Aus, Bud = Aus, Ita A ???-Tyr*, A Tri-???, A Bud-???); You must also find out about your own moves when doing an E because this might show a CE in the area.

Russia: F StPNC-Nor*, F Sev*-BlaS [opp], A War-Sil*, A Mos-Ukr*; Note that while he knows he was stood off in the BlaS, he does NOT know that Turkey made it in).

Turkey: F Ank-BlaS* [opp], F Con* S F Ank-BlaS, F Smy-AegS*;

Fall '01

Austria: A Ser*-Bul, A Alb*-Gre, A Vie-Tri*;
 England: F Lon-EnCh*, F NSea* E, F IriS*-MATl;
 France: F Bre*-MATl, F GLyo-SpaSC*, A Pic*-Bel;
 Germany: A Mun-Ber*, F Hol*-Bel, F BalS-Den*;
 Italy: A Tyr*-Mun, F TyrS-Tun*, F IonS*-AegS;
 Russia: F Nor* CE, F Sev-Rum*, A Sil*-Mun, A Ukr* S F Sev-Rum;
 Turkey: F BlaS-Sev*, F Con*-BulSC, F AegS*-Gre;

England: F Lon-EnCh*, F NSea* E (sees: Edi = Eng, Lon = Eng, Den = unowned, Hol = unowned, Bel = unowned, Ger F ???-Den*, Ger F Hol*-Bel, Fre A Pic*-Bel, Eng F Lon-EnCh*), F IriS*-MATl [opp]; Note that England does not see the Russian F Nor or find out the ownership of Nor due to the Russian CE.

Russia: F Nor* CE, F Sev-Rum*, A Sil*-Mun [opp], A Ukr* S F Sev-Rum; Note that Russia learns nothing about the Turkish move to Sev until Winter.

Turkey: F BlaS-Sev*, F Con*-BulSC [opp], F AegS*-Gre [opp, att]; Note that the F AegS is both opposed in the move to Gre and attacked in the AegS by Italy. Note that the F BlaS-Sev received no opposition since the Russian F Sev successfully left Sev.

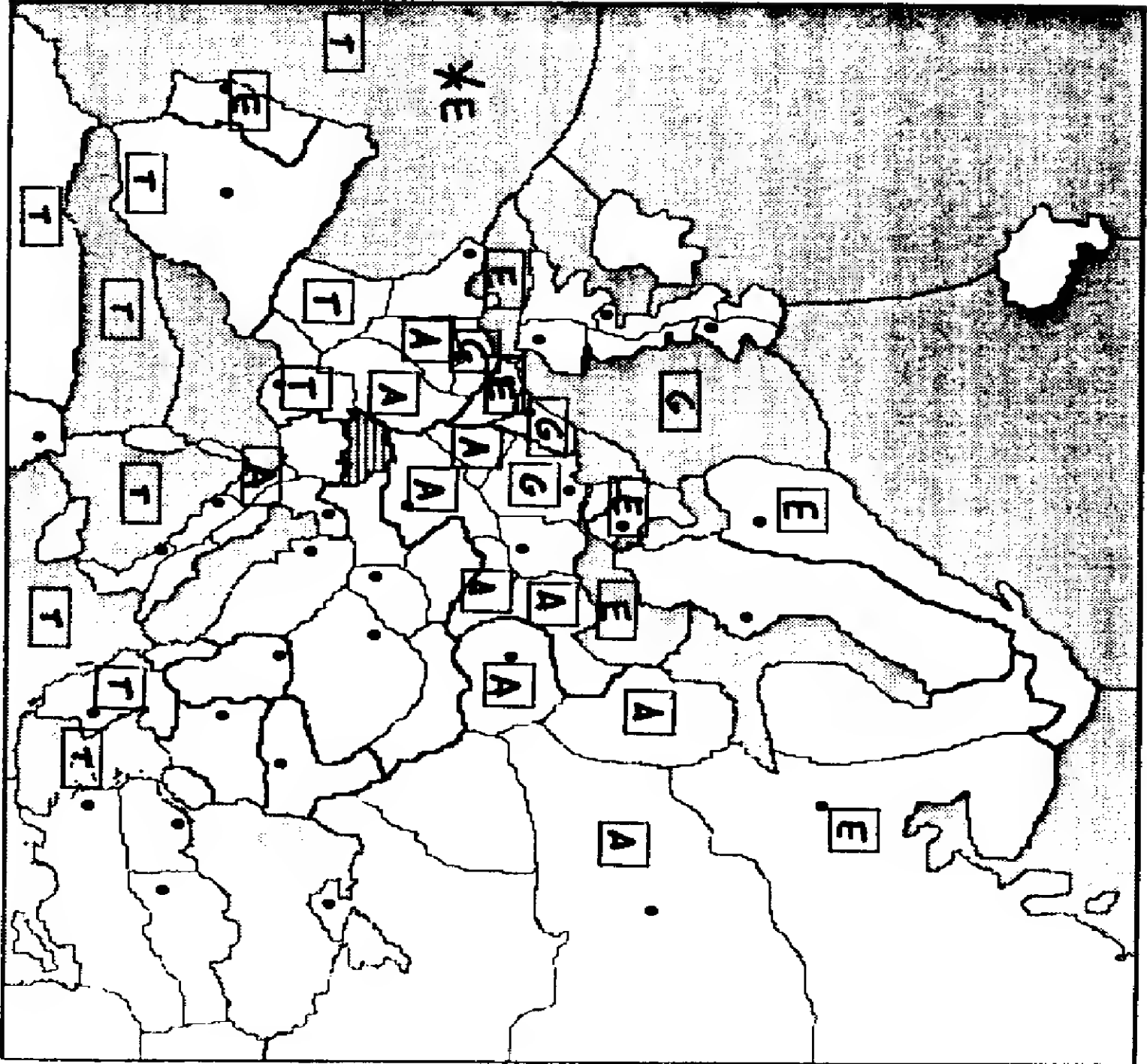
After waiting 1/2 month for retreats (even if there are none, the players mustn't know that!), each player is given a list of the supply centers he controls and is asked for his Winter '01 Builds. After the build, everyone is given the chart:

Austria: (4) + 1;
 England: (3) No Change;
 France: (4) + 1;
 Germany: (5) + 2;
 Italy: (4) + 1;
 Russia: (5) + 1;
 Turkey: (4) + 1;

Annie: 1980CU

Fall 1907

Deadline for Autumn 07, Winter 07, Spring 08, and the draw vote is Thursday 10 December.



Austrian and Turkish forces continue to advance! Despite formidable odds, England finds a build! Germany penetrates the North Sea! Can Germany maintain his assault with the loss of force? France finally eliminated as Turkey moves into the Atlantic!

THE GAMES

Annie: 1980CU

Fall 1907

DRAW PROPOSED: A-T

Austria (McKnight): A War*-Liv, A Liv*-StP, A Pru*-Ber, A Mos* S A Liv-StP,
A Rur*-Bel, A Bur*-Bel, F Tus* H,
A Par* S Ger A Pic-Bre [nsu], A Sil*-Ber,
A Mun* S Ger A Kie [nsu];
 England (Swartz): F NthS-Bel*, A StP* H, F BalS*-Den,
F EnCh* S F NthS-Bel, F Por* S Fre F SpaSC,
F Den*-NthS, F MATl S Fre F SpaSC [r-???*],
A Nwy* S A StP;
 France (CD): F SpaSC [d*];
 Germany (Stark): F HelB-NthS*, A Kie*-Den, A Pic*-Bel, F Hol* S F HelB-NthS;
 Turkey (JFDunn): A Gre* H, F Tun-NAf*, F GLyo-SpaSC*,
A Mar* S F GLyo-SpaSC, A Gas* S F GLyo-SpaSC,
F NAI-MATl*, F WMed* S NAI-MATl, F TyrS* H, F AegS* H,
F EMed-IonS*;

Austria (McKnight): Home, Mos, Mun, Nap, Par, Rom, Ser, War
 (10) No Change;
 England (Swartz): Home, Bre, Den, Nwy, Por, StP, Swe, +Bel
 (10) Builds: 2 (one short);
 France (CD): -Spa
 (0) Out;
 Germany (Stark): Ber, Kie, Hol, -Bel
 (3) No Change (one short);
 Turkey (JADunn): Home, Bul, Gre, Mar, Rum, Tun, Sev, Ven, +Spa
 (11) Builds: 1;

NOTE: England was one short, so he is entitled to two builds. If he retreats his fleet MATl OTB, instead of Bre, IriS, or NATl, he can build three.

Deadline for Autumn 07, Winter 07, Spring 08, and the draw vote is Thursday 10 December. I think that the winter season is simple enough to allow for it to be combined, but if I get TWO votes for a separation, I will grant one between the Winter and Spring seasons. Orders CAN be made conditional on the separation/combination of seasons.

Austria-The Balance of Europe: Profuse apologies to all and sundry. My time has not been my own.

Sandy: 1980CT

Spring 1907

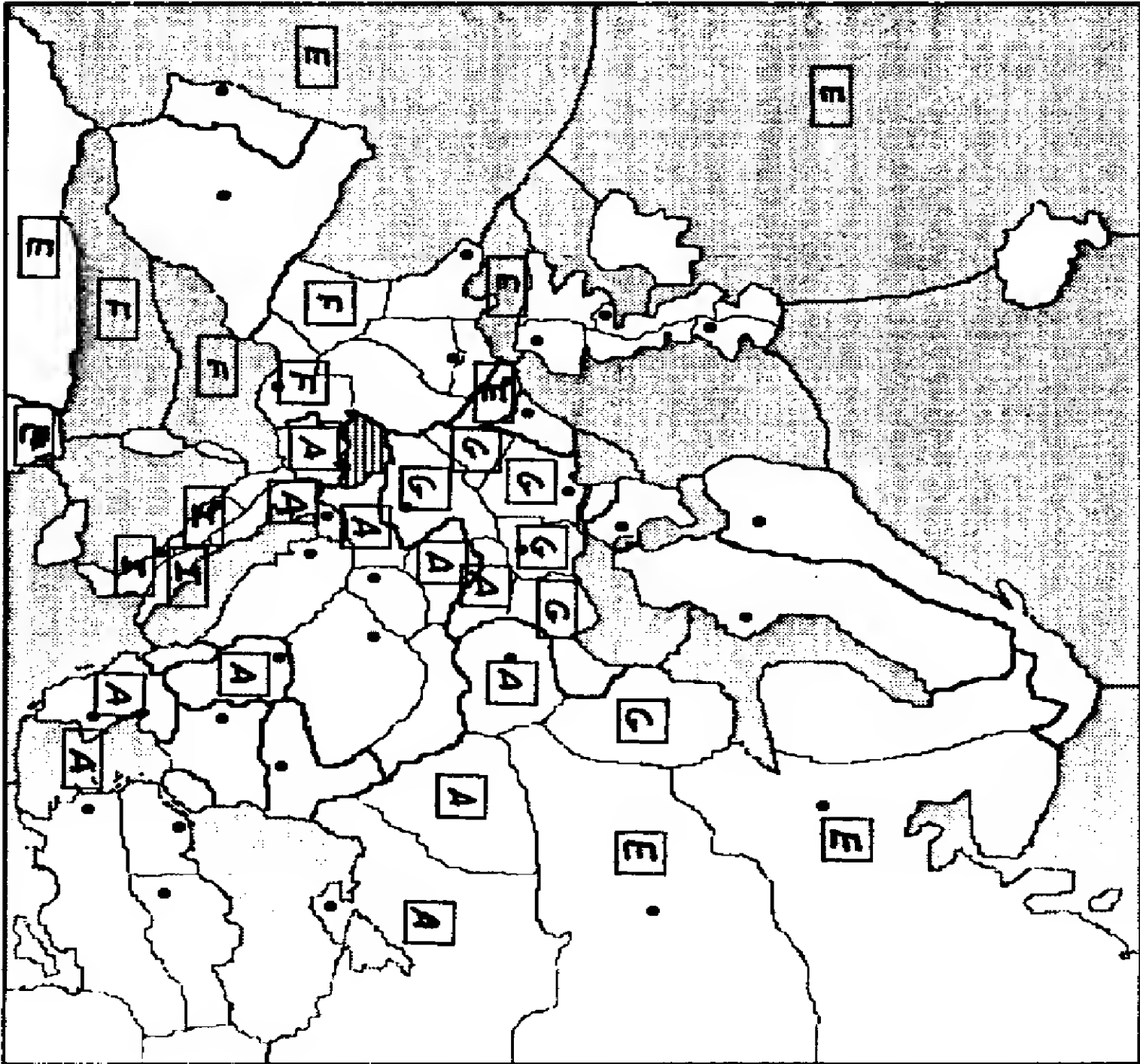
CONCESSION TO AUSTRIA: DEFEATED

Austria (Ragsdale): A Sev* S A Ukr-Mos, F SmY-AegS*, A Bul-Gre*,
A War* S A Ukr-Mos, A Ukr*-Mos, A Ech* S A Sil,
A Tyr* S A Ven-Pie, A Ven-Pie*, A Sil* S A War, A Tri-Ven*,
A Bud-Ser*;
 England (GCunningham): F Bel* H, A StP* S A Mos, F NwgS-NATl*, F NAI-Tun*,
F Bre MATl*, F EnCh* H, A Mos* S Ger A Liv,
F MATl-NAI*;
 France (JADunn): A Bur-Gas*, A Mar*-Pie, F SpaSC-GLyo*,
WMed* S F SpaSC-GLyo;
 Germany (Kelly): A Mun* S A Ber, F Pru* S A Ber, A Liv* S Eng A Mos,
A Rur* S A Mun, A Ber* S F Pru, A Kie* S A Mun;
 Italy (Giddings): F TyrS-Nap*, F IonS-Apu*, F Tus-Rom*;

Sandy: 1980CT

Deadline for Fall 07 is Thursday 10 December.

Spring 1907



Italy retreats fleets to homeland. Austria given time to regroup! Combined French-English fleets start moving through the Med!! Can Austria find an ally? Can Austria defend himself without an ally??

Deadline for Fall 07 is Thursday 10 December.

Note: Austria gained three centers, but can only build two since one of his centers is occupied. Austria chose to only build one of his two possible builds, and is thus playing two short.

Italy-World: I'm willing to negotiate, exactly what I don't know. With whom I don't know either. See what happens when you trust someone too much....you get cut in half with one quick swipe. Keep those cards and letters coming!

Daddy Warbucks: 1980AS

Fall 1907

ENGLAND RESIGNS!!

England (CD):	F Nwy [d*];	
England (CD):	<u>F Swe [d*]</u> , F BalS*, F BarS*, F GBot*, A Kie*, F MATl*, A Den*;	
France (Grabar):	F SpaSC* S F Bre-MATl, A Rur* S A Bur-Mun, <u>A Mar*-Bur</u> , A Pie*-Ven, <u>A Bur*-Mun</u> , <u>F Bre*-MATl</u> ;	
Italy (CD):	<u>F GLyo*</u> , <u>A Tyr*</u> ;	
Russia (Albrecht):	A Mun* S A Pru-Ber, A Sil* S A Mun, A Boh* S A Mun, A Fin-Swe*, <u>A Vie*-Tri</u> , A Liv* S A StP, F Nwy* S A Fin-Swe, A StP* S F Nwy, A Pru-Ber*;	
Turkey (JADunn):	A Apu-Rom*, <u>A Ven*-Tri</u> , <u>F NAF*-MATl</u> , F WMed* S <u>F NAF*-MATl</u> , <u>F IonS*</u> , F Rom-Nap*, A Gre* H, <u>F AegS*-IonS</u> ;	
England (CD):	home, Den, Hol, Kie, -Nor, -Swe	(6) No Change (2 short);
France (Grabar):	home, Bel, Por, Spa, -Mun	(6) No Change (1 short);
Italy (CD):	-Nap, -Ven	(0) Out;
Russia (Albrecht):	home, Ber, Bud, Rum, Ser, Vie, +Mun, +Nwy, +Swe	(12) Builds: 3;
Turkey (JADunn):	home, Bul, Gre, Rom, Tri, Tun, +Nap, +Ven	(10) Builds: 2;

Deadline for Winter 1907 and Spring 1908 is Thursday 10 December. I think that the winter season is simple enough to allow for it to be combined, but if I get ONE votes for a separation, I will grant one between the Winter and Spring seasons. Orders CAN be made conditional on the separation/combination of seasons.

Note: I realized after sending out the last DH that when I took over Daddy Warbucks from Al Rodriguez that I had agreed to keep it as a 'No Standby' game. I wish it were otherwise, and I think that the game would be better with a standby, but, unfortunately, that agreement must stand unless the players unanimously agree otherwise. Jim Gray, thank you for sending in the standby orders, and your sub has been credited for it.

London: The lights have gone out over England. Dominus Vobiscum.

Junipero Serra: 1981AT

Spring 1903

RUSSIAN PLAYER RESIGNS!!

JEFF NOTO IS THE NEW RUSSIAN PLAYER!!!

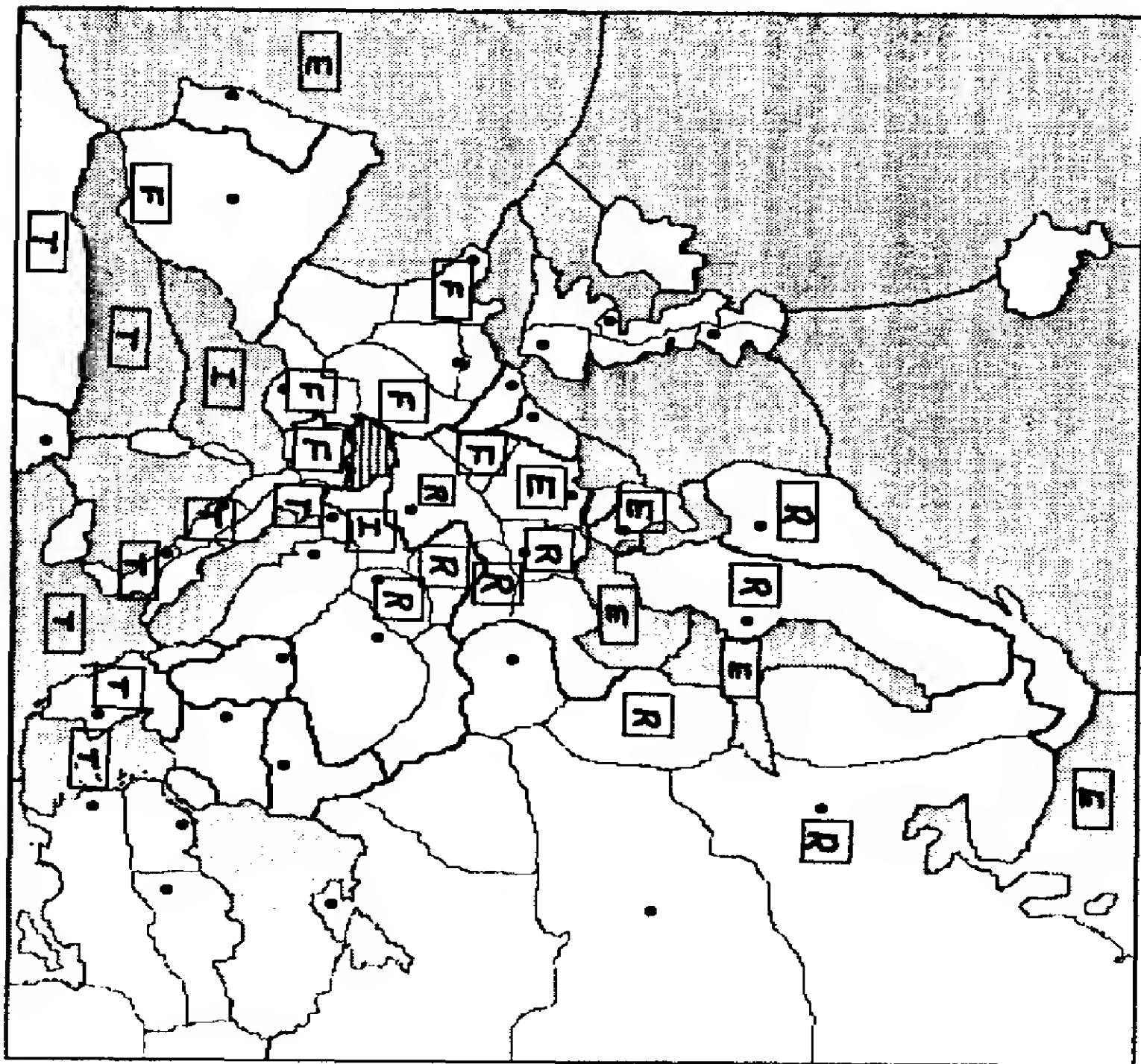
NOTE COA FOR BLANT!!

Austria (Eaton):	A Vie* S A Bud-Tri, A Bud-Tri*, F Gre-Alb*;
England (Hammer):	F Swe* S A Nwy-Fin, A Nwy-Fin*, <u>F NthS*-Nwy</u> , F MATl-WMed*, F Lpl-IliS*;
France (Blant):	F NAF* S Eng F MATl-WMed, A Spa* S A Gas-Mar,

Daddy Warbucks: 1980AS

Fall 1907

Deadline for Winter 1907 and Spring 1908 is Thursday 10 December.



England resigns, and now there are three! A missing turkish order backs up his fleets in the Med!! Now that there are only three, how will the alliances fall?? How will the remains of England be divided??

Germany (Kozlowski): A Bur* S A Gas Mar, A Gas-Mar*, A Pie*-Ven;
 A Rur* S Fre A Pie-Ven [imp], A Den-Liv*,
 F Bel* S Fre A Pie-Ven [imp], F BlaS* C A Den-Liv,
 A Mun-Tyr*, A Ber-Sil*;
 Italy (Sampson): A Tri S Tur A Ser-Bud [r-???*], A Ven* S A Tri,
 F WMed-Tun*, F IonS-Gre*, F Glyo*-WMed;
 Russia (ACunningham/Noto): F Sev* S A Gal-Rum, A Fin S A StP-Nwy [d*],
 A Gal-Rum*, A StP*-Nwy, A War-Mos*;
 Turkey (Noble): A Ser-Bud*, A Bul* S Ita F IonS-Gre, F BlaS* S A Ank-Arm,
 F Smy-AegS*, A Ank-Arm*;

Deadline for Fall 03 is Thursday 10 December.

ANKARA: THE FOREIGN MINISTER REPORTER: The Sultan, visibly upset by the reported assassination attempt on the life of his friend the Tsar, has vowed revenge for this indignity and launched a punitive expedition against the Armenians. He was even more upset when he received reports that the Russians had dumped the assassin's bodies in his bathtub and has decided to keep Armenia.

BULGARIAN BUGLER: Religious Fervor to Stop Sodomy!!! The Caliph of Squat (a minor Bulgarian principality) has declared a Jihad against Greek and Austrian navy deviants. He expects some resistance from the Austrians but if it comes to a fight he is sure the Greeks will leave their buddies behind.

Moscow Sentinel: Tsar abdicates throne. Peasants in revolt. Tsar's habitual drub abuse the cause of numerous scandals in the winter palace, often causing him to forget his own name.

Polish Press-Germany: Having made your bed with England, I hope you don't awaken to a knife in your back.

Romin' Roman: Just what I need, expert commentary from a chimp! Give a guy a break, will ya!

Sissy Swissie: Oh, but it was such nice commentary! What, no more this time? Shame on you Bern, you scared him away!! Don't you want him to comment on your superb Italian play some more??

Pasta Paster-Frog Killer: You win, Frog Killer is yours (guess I didn't catch you napping)! But I reserve the bylines Frisky Frog, Toad Trampler, Septic Tank Driver, and Tank Destroyer - agreed? No? OK, you can have septic tank driver. Now are you satisfied??

Frog Killer-Frisky Frog: Why sure, why should I be upset? (With faint sounds of a cleaver being sharpened in the background ...)

France-Italy: Les Girls are following you back to Italy. The Germans were good, but the Italians were bigger, er, better. They heard the Pope can outdo them all.

Garden State: 1981HD

Spring 1901

ORIGINAL AUSTRIAN PLAYER RETURNS

Austria (Conlon): F Tri-Alb*, A Vie-Gal*, A Bud*-Rum;
 England (Baumeister): F Lon-NthS*, F Edi NwgS*, A Lpl-Yor*;
 France (Hugh): F Bre-Mat*, A Par-Bur*, A Mar* S A Par-Bur;
 Germany (JTDunn): F Kie-Den*, A Ber-Kie*, A Mun-Rur*;
 Italy (Goodrich): A Ven-Tyr*, A Rom-Ven*, F Nap-IonS*;
 Russia (Gray): F Sev*-Rum, A Mos*-Sev, A War-Ukr*, F StPSC-GBot*
 Turkey (Peery): A Con-Eul*, A Smy-Arm*, F Ank-BlaS*;

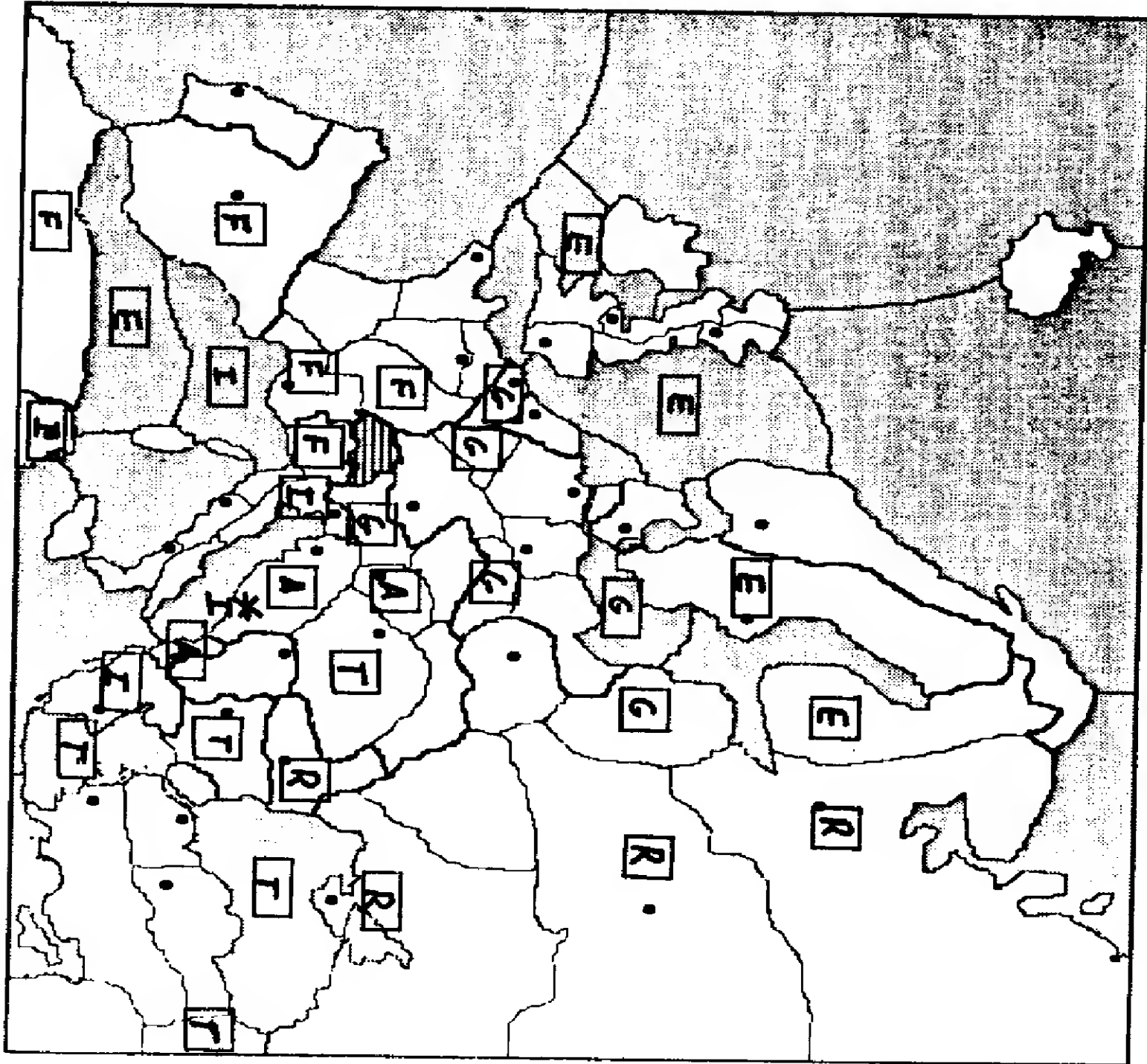
Deadline for Fall 01 is Thursday 10 December.

The game is finally started, and with all 7 original players. I apologize to all for the delay, and I hope that it doesn't hurt the game. I want to thank those of you who helped me through this rather frustrating experience with your kind words. They were appreciated. My thanks to Steve Duke for sending in standby orders, even though they were not needed.

Junipero Serra: 1981AT

Deadline for Fall 03 is Thursday 10 December.

Spring 1903



Austrian regains portion of homeland, only to lose another! German units in Belgium and the Ruhr help the French into Venice! Russia and Italy seem to be against a northern triple, both are against the ropes!!

A quick note about the 'Good-by Charlie' rule which I use. This is used ONLY in Spring 01 to make sure that the game is started with 7 active players. From now on, an NMR will have the country placed into civil disorder for that season and a standby will be called.

Peerisfullofbull: (1 April 1901): The Ottoman Empire was over-thrown today, but a coup led by three young Army officers: Ali, Akbar, and Abi, also failed. What apparently happened is that the Sultan, members of his Cabinet, and key members of the Government were all assassinated during the wee-wee hours of the morning, by rebellious members of the Sultan's Guard. The three young officers of the Guard who organized the coup rushed off to enjoy the pleasures of the Harem. Unfortunately they forgot to lock the harem door once they got inside.

In the interim, the Chief Eunice of the Harem rallied members of the Sultan's Amazons and seized control of the city.

The situation at the moment is confused. Inside the harem are Ali, Akbar, and Abi, along with 400 members of the Harem. Outside, in control of the city, is Eunice, her Amazons, and a group of Hell's Angels who were in Peerisfullofbull for the annual 10K bike ride.

Stay tuned in for further news of what is going on in the nation's capital.

In the interim, Turkey today showed herself to be a real chicken and announced that she was declaring war on Russia, Italy, Germany, and France!! (Bet that's a record!)

Superman Press (Finland): May the Super-Humans from the colder regions salute the publisher of this excellent game-zine for producing something "out-of-this-world" definitely "from another planet". The expertise, game format, pre-start information, address labels and quality of publication rate this zine almost equal to those we normally see on our own planet. May we say, collectively, thank-you for producing something like home to give us a feeling of being home. Our wishes and (if needed) financial aid are all for this publisher for long life and prosperity. "Faster than a speeding train".

GM-Superman Press: After the problems in getting tis game on the road, I find it rather embarassing to print the above press, but you sent it in, so print it I will. I hope to justify your confidence by running the rest of this game as smoothly as 'humanly' possible. Please forgive my human frailties when I fail to live up to the standards of your home planet.

London-Edinburgh: Why don't we do it in the North Sea?

Why don't we do it in the North Sea?

No one will be watching us.

Why don't we do it in the North Sea?

Edinburgh-London: Not now, lovey. I've got a headache.

London-Edinburgh: Why don't we do it in the Norwegian Sea?

Why don't ...

Edinburgh-London: But it's so cold up there, peach.

London-Edinburgh: Well, sorry! You're just going to have to wait till Fall!

Edinburgh-London: Oooh ... Not again, dovey-poo.

Icelandic Inquirer: And they're off

France-World: Thank you all for writing as I hope I haven't missed writing any of you back -- if so forgive me as the translation was difficult in some cases.

Austria-Garden State: My apologies to one and all. Let's vote "Chase-Me-Charlie" out of office. And now, on with the war!

Switzerland-Austria: Check out the note above. "Chase-Me-Charlie" will bother you no more.

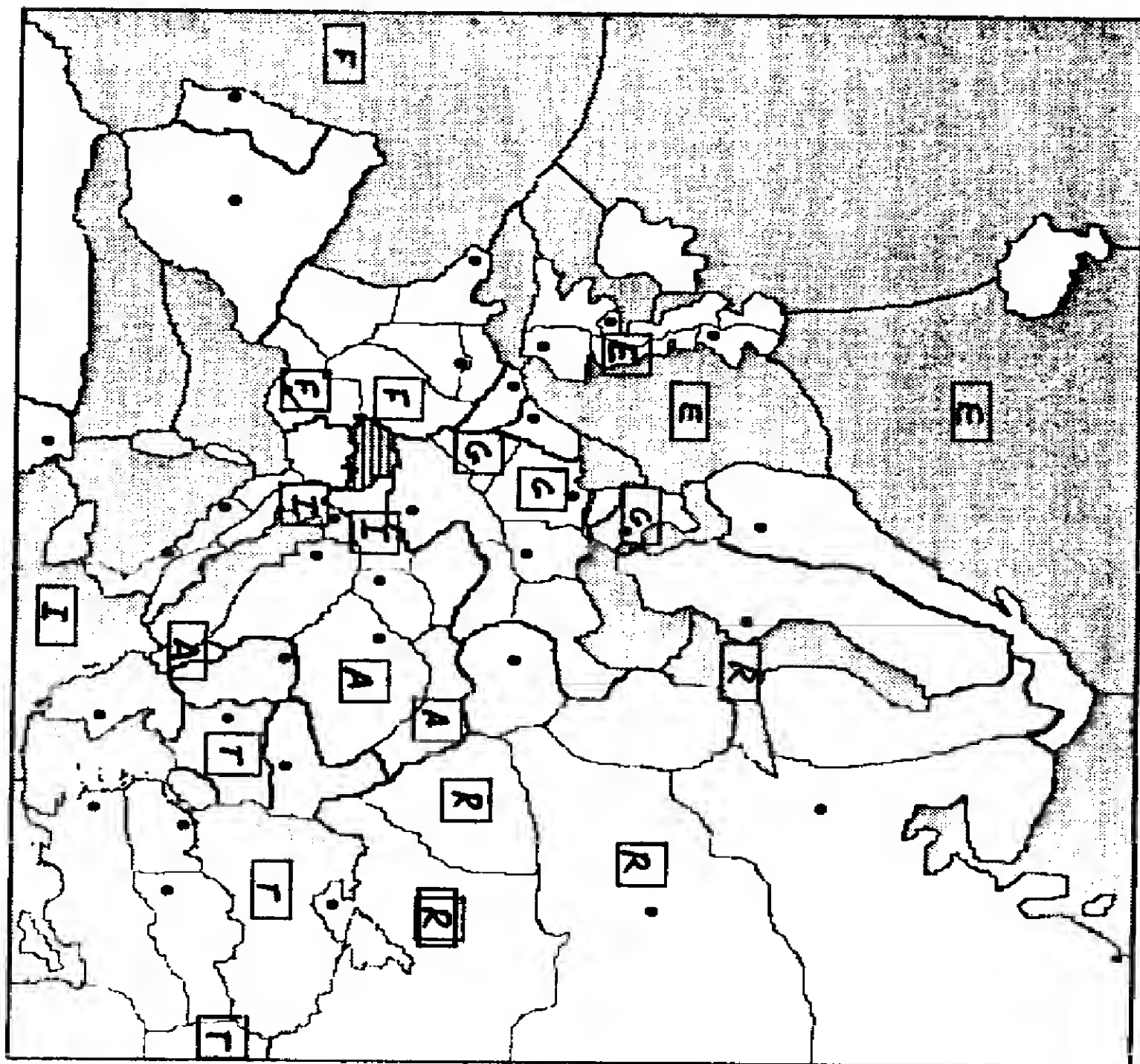
Plugs and Public Services

This is my chance to let the readers (you) know how I feel about zines I have seen and to provide public service announcements. If you run a zine that you want plugged, send a sample to me with a note to that effect. A warning: I plan to say what I really think about it and I plan to point out bad points as well as good.

Garden State: 1981HD

Deadline for Fall 01 is Thursday 10 December.

Spring 1901



After two more tolls, the game finally starts!! Austria and Turkey join in a united assault on Russia. Italy threatens Austria's back door. Hell's Angels meet Amazons in Turkey! Deepest fantasies of English fleets revealed!!

Europa Express:

Format: Open-Face, Soft-cover, Xerographic, 20 pages.
 Publication: Every 5 weeks.
 Fees: Sub = \$??/issue.
 Pubber: Gary Caughlan, 4614 Marlha Cloe Lane, Memphis, TN 38118
 Games: Regular Diplomacy.

Europa Express is one of my favorite zines, and definitely the zine I would most like to start a game in. Why? Well, it starts with the content of the zine. For instance, Gary has come up with a very innovative, and very nice, idea to vary the reading material. Every other issue is dedicated to articles, the other issues are dedicated to letter columns. Both make excellent reading material.

The articles are usually pretty good, and usually not by Gary. Not that I'm implying that Gary is a terrible writer, but Gary has a most unique set of readers. The majority of his readers are publishers, and a large percentage of them are from overseas. Thus, the articles in his zine reflect this rich mixture. Articles range from serious Diplomacy-related articles to discussions of the monetary systems of various countries.

The letter columns reflect the differences between the readers even more. Watching John Michalski (renoun for his reactionary beliefs) battling it out with European socialists is a rare sight to behold, though don't get me wrong, it is all kept on an amicable level. Part of this, I think, is due to the format which Gary uses. Unlike some zines which print all letters received in toto, Europa Express takes out the relevant parts of each letter, and groups these parts by topic. Gary does it well, and I have seen few complaints.

The games are lovingly treated. Gary provides maps with all the games, and he hand-picks the players for each game. Better yet, he uses the international flavor of his zine to add at least one overseas player to each game. I have talked to the players in a number of Gary's games, and they all tell me that EE is a wonderful place to play, and that the game interest, by the players is very high!

Of course, all good things have a catch, and that is true here as well. Gary has no openings, nor does he expect any soon, and he has many, many people who want in if he does open any (I'll be right there, I can assure you). Also, he does not want his load to become too great, so he is trying to discourage subbers, in fact, I have been under great pressure from him not to plug EE. However, I know a way that you can get in, if you want. Gary loves standbys (he calls them Malmbergers) and always wants more. He never uses them, but he always wants more. So, if you are willing to stand by (and get into a great game if you are called), check this one out.

Only one problem, I can't find out his price! We finally got him to put his address on the zine, but no price!! Oh well, it is somewhere around \$.60 per issue, I'm sure he will tell you more if you ask for a sample.

Game Openings and Standbys

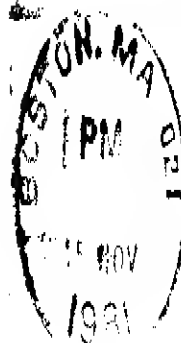
Now that the Garden State game is finally under way, I will be trying to open the last planned Dot Happy game, the Flexible Build game. I believe that I have 7 people interested, but since some of them might have lost their interest by now, if you want to play, let me know as soon as possible.

It has been a good while since I have printed my standby list. Here it is, please let me know if you want to get on or off. The people who are presently Dot Happy standbys are:

Jeff Albrecht, Mary Beck, Patrick Conlon, Steven Duke, John Dunn, Charles Eaton, Jack Gray, Jim Gray (GS), Scott Haiber, Bruce Hammer, William Hugh, Ron Kelly, Kevin Kozlowski, Steve Langley, Jack Masters, Keith Mercer, Jeff Noto, Robert Olsen, Steve Quarterman, Bill Radonich, Bernard Sampson.

Allen K. Wells
1450 Worcester Road, Apt 8109
Framingham, MA 01701

- () This is a sample
- () I solicit a mutual subscription
- () I solicit a plug
- () Time to renew
- () See page
- () Please stand by in game



Larry Peery (G)
PO Box 8416
San Diego, CA 92102 (T)